

GAME GENIE

SUPER NES™ CODE UPDATE



- **ActRaiser 2™**
- **Battletoads/Double Dragon™**
- **Bram Stoker's Dracula™**
- **Bugs Bunny in Rabbit Rampage™™**
- **Flashback™**
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- **Wolfenstein 3-D™**

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For assistance with operating your Game Genie, or for warranty and service information:

GAME GENIE HELPLINE

1-513-868-8835

NOTE: CODES ARE NOT AVAILABLE BY PHONE

Or, write to:

Game Genie Consumer Service, 2350 Pleasant Avenue, Hamilton, OH 45015

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ActRaiser 2™ Game

- | | | |
|----|-----------|---|
| 1 | D727-4DD1 | Start with 3 lives on Easy |
| 2 | FD27-4DD1 | Start with 10 lives on Easy |
| 3 | 9D27-4DD1 | Start with 50 lives on Easy |
| 4 | DF27-4D61 | Start with 1 life on Normal |
| 5 | D927-4D61 | Start with 5 lives on Normal |
| 6 | FD27-4D61 | Start with 10 lives on Normal |
| 7 | 9D27-4D61 | Start with 50 lives on Normal |
| 8 | DF27-4FD1 | Start with 1 life on Hard |
| 9 | D927-4FD1 | Start with 5 lives on Hard |
| 10 | FD27-4FD1 | Start with 10 lives on Hard |
| 11 | 9D27-4FD1 | Start with 50 lives on Hard |
| 12 | DD67-4468 | Infinite lives |
| 13 | D484-1F66 | Start with 2 magic pts. on Easy |
| 14 | D584-1F66 | Start with 7 magic pts. on Easy |
| 15 | DB84-1F66 | Start with 9 magic pts. on Easy |
| 16 | DF8F-1766 | Start with 1 magic pts. on Normal or Hard |
| 17 | D98F-1766 | Start with 5 magic pts. on Normal or Hard |
| 18 | D58F-1766 | Start with 7 magic pts. on Normal or Hard |
| 19 | DB8F-1766 | Start with 9 magic pts. on Normal or Hard |
| 20 | 3C65-CFA8 | Infinite magic pts. (must have 1 to cast) |
| 21 | DC8F-1F06 | Start with 1/2 health |
| 22 | DE8F-1F06 | Start with 3/4 health |
| 23 | C2B0-CF07 | Protection from most enemies |
| 24 | C2B2-C7D3 | Protection from some ground hazards |
| 25 | D7C0-37A7 | Small magic power-up adds 3 instead of 1 |
| 26 | D9C0-37A7 | Small magic power-up adds 5 |
| 27 | DBC0-37A7 | Small magic power-up adds 9 |

28	DFC9-3407	Large magic power-up adds 1 instead of 3
29	D9C9-3407	Large magic power-up adds 5
30	DBC9-3407	Large magic power-up adds 9
31	DFC7-3D67	Small health power-ups add 1 instead of 2
32	D0C7-3D67	Small health power-ups add 4
33	F9C7-3D67	Small health power-ups add 15
34	F0C7-3D67	Small health power-ups heal completely
35	D4C9-3FD7	Medium health power-ups add 2 instead of 5
36	D6C9-3FD7	Medium health power-ups add 8
37	F9C9-3FD7	Medium health power-ups add 15
38	F0C9-3FD7	Medium health power-ups heal completely
39	D4C7-3FA7	Large health power-ups add 2 instead of 10
40	D0C7-3FA7	Large health power-ups add 5
41	F9C7-3FA7	Large health power-ups add 15
42	F0C7-3FA7	Large health power-ups heal completely
43	DDB3-C764	All enemies take 1 hit to kill
44	DD33-476F	Infinite time

ActRaiser 2 is a trademark of ENIX/Quintet/YUZO KOSHIRO.

Battletoads/Double Dragon™ Game

1	DF60-D76D	Start with 2 lives
2	DB60-D76D	Start with 10 lives
3	DE6E-1466	Enemies have less energy
4	40B8-04AF	Infinite lives
5	DD65-DD0D + CB66-D46D + DF66-D4AD	Start on level 2 with 11 lives
6	DD65-DD0D + CB66-D46D + D466-D4AD	Start on level 3 with 11 lives
7	DD65-DD0D + CB66-D46D + D766-D4AD	Start on level 4 with 11 lives
8	DD65-DD0D + CB66-D46D + D066-D4AD	Start on level 5 with 11 lives
9	DD65-DD0D + CB66-D46D + D966-D4AD	Start on level 6 with 11 lives
10	4EB7-1DD6	Abobo has less energy
11	4EB3-C4DB	Big Blag has less energy
12	D7BA-3FA8	Roper has less energy
13	D7C5-3F66	Robo-Manus has less energy

Battletoads/Double Dragon and related names are trademarks of Rare Ltd. or Technos Japan Corporation.

Bram Stoker's Dracula™ Game

1	C263-0F2F	Infinite energy
2	3CC2-6F6D	Turbo walking
3	6D68-DFFF	1 hit kills all enemies—EXCEPT BOSSES.
4	4AA8-64D4	Freeze most ground enemies

Bram Stoker's Dracula is a trademark of Columbia Pictures Industries Inc.

Bugs Bunny in Rabbit Rampage™ Game

1	C28C-4FAF	Infinite energy
2	DC60-CD0D	Start and continue with 10 lives
3	D460-CD0D	Start and continue with 2 lives
4	DDA3-3D07	Infinite lives
5	A38C-4FAF	Take minimal damage
6	DD88-476F	Full energy from carrots
7	DDBD-47DD + DDB2-440D	Spin attack drains no energy
8	D4BD-47DD + D4B2-4402	Spin attack drains more energy
9	F0B4-1404	Moon-jumping Bugs

10 ODB4-1404 + E0B7-1DD4**Super-jumping Bugs**

Bugs Bunny in Rabbit Rampage and related names are trademarks of Warner Bros.

Flashback™ Game

- | | | |
|----|-----------|---|
| 1 | 3C1F-EDAC | Never lose a shield when shot—switch off to kill some enemies |
| 2 | 8511-ED6C | Don't die from falling too far |
| 3 | D4D4-5F78 | Start with 1 shield |
| 4 | D7D4-5F78 | Start with 2 shields |
| 5 | D0D4-5F78 | Start with 3 shields |
| 6 | D1D4-5F78 | Start with 5 shields |
| 7 | D8D4-5F78 | Start with 10 shields |
| 8 | F9D4-5F78 | Start with 20 shields |
| 9 | 77D4-5F78 | Start with 50 shields |
| 10 | 19D4-5F78 | Start with 100 shields |

CODES 11 THRU 15: LEVEL 1

- | | | |
|----|-----------|-------------------------|
| 11 | 74F0-5F7B | Start with 50 credits |
| 12 | 10F0-5F7B | Start with 100 credits |
| 13 | ECF0-5F7B | Start with 250 credits |
| 14 | D4F0-5DEB | Start with 512 credits |
| 15 | D0F0-5DEB | Start with 1024 credits |

CODES 16 THRU 20: LEVEL 2

- | | | |
|----|-----------------------------------|--------------------------------|
| 16 | 7489-716F | Start with 50 credits |
| 17 | 1089-716F | Start with 100 credits |
| 18 | EC89-716F | Start with 250 credits |
| 19 | D489-710F | Start with 512 credits |
| 20 | D089-710F | Start with 1024 credits |
| 21 | CB5D-8D08 + DF5D-8D68 + DD5D-8DA8 | Always recharge to 0 shields |
| 22 | CB5D-8D08 + D45D-8D68 + DD5D-8DA8 | Always recharge to 1 shield |
| 23 | CB5D-8D08 + D75D-8D68 + DD5D-8DA8 | Always recharge to 2 shields |
| 24 | CB5D-8D08 + D05D-8D68 + DD5D-8DA8 | Always recharge to 3 shields |
| 25 | CB5D-8D08 + D15D-8D68 + DD5D-8DA8 | Always recharge to 5 shields |
| 26 | CB5D-8D08 + D65D-8D68 + DD5D-8DA8 | Always recharge to 7 shields |
| 27 | CB5D-8D08 + D85D-8D68 + DD5D-8DA8 | Always recharge to 10 shields |
| 28 | CB5D-8D08 + F95D-8D68 + DD5D-8DA8 | Always recharge to 20 shields |
| 29 | CB5D-8D08 + 775D-8D68 + DD5D-8DA8 | Always recharge to 50 shields |
| 30 | CB5D-8D08 + 195D-8D68 + DD5D-8DA8 | Always recharge to 100 shields |

Flashback is a trademark of Delphine Software International and U.S. Gold, Inc.

Lethal Enforcer™ Game

- | | | |
|---|-----------------------|---------------------------------------|
| 1 | 3CCE C4AB | Infinite bullets |
| 2 | 3CB5 140C | No damage from bad guys |
| 3 | 3CB2 446C | No energy loss when you hit civilians |
| 4 | F365 CF64 + F362 CD64 | Play with more energy |
| 5 | 6DBF 1FAC | Keep weapon until you die |
| 6 | DAA3 4F60 | Magnum—more shots per round |

Lethal Enforcer is a trademark of Konami (America) Inc.

Mega Man X™ Game

- | | | |
|----|-----------|--|
| 1 | DBBE-446F | Start with 10 lives |
| 2 | D1BE-446F | Start with 7 lives |
| 3 | D0BE-446F | Start with 5 lives |
| 4 | DDBE-446F | Start with 1 life |
| 5 | C2B9-3404 | Infinite lives |
| 6 | D6BE-47AF | Start with less energy |
| 7 | 4DBE-47AF | Start with more energy |
| 8 | C2B9-1FF7 | Infinite energy |
| 9 | 6DB5-CD97 | Most enemies are defeated with one shot |
| 10 | 23BD-3F07 | Start with all weapons and all enemies defeated—
EXCEPT SIGMA |
| 11 | C9B3-4769 | Infinite weapons once you have them |

SOMETIMES JUMPS WILL GO BACK TO NORMAL

- | | | |
|----|-----------|--|
| 12 | D08A-1FBC | Bogus jump |
| 13 | D58A-1FBC | Super jump |
| 14 | DB8A-1FBC | Mega-jump |
| 15 | DD80-4FA1 | Disable weapon charging |
| 16 | DD81-4F61 | Weapon charges to 1st power level faster |

Mega Man X and related names are trademarks of Capcom.

NBA Jam™ Game

- | | | |
|----|-----------------------|---|
| 1 | BBCC-0F6F | Visitor's baskets worth 1 |
| 2 | 34CC-0F6F | Visitor's baskets worth 2 |
| 3 | 30CC-0F6F | Visitor's baskets worth 3 |
| 4 | 39CC-0F6F | Visitor's baskets worth 4 |
| 5 | 35CC-0F6F | Visitor's baskets worth 5 |
| 6 | 36CC-0F6F | Visitor's baskets worth 6 |
| 7 | 3CCC-0F6F | Visitor's baskets worth 7 |
| 8 | 3ACC-0F6F | Visitor's baskets worth 8 |
| 9 | BBC6-A7AF | Home's baskets worth 1 |
| 10 | 34C6-A7AF | Home's baskets worth 2 |
| 11 | 30C6-A7AF | Home's baskets worth 3 |
| 12 | 39C6-A7AF | Home's baskets worth 4 |
| 13 | 35C6-A7AF | Home's baskets worth 5 |
| 14 | 36C6-A7AF | Home's baskets worth 6 |
| 15 | 3CC6-A7AF | Home's baskets worth 7 |
| 16 | 3AC6-A7AF | Home's baskets worth 8 |
| 17 | D8E7-C448 | All players have super dunk ability |
| 18 | D6E1-CF38 | All players have infinite turbo |
| 19 | D6E9-CD18 | All players always "on fire" |
| 20 | D8ED-C418 | All players have super interception ability |
| 21 | D6E5-C718 | "Juice" mode |
| 22 | D6E4-CDC8 | Shot success percentages displayed for non-dunk shots |
| 23 | D4BD-3038 + D4BA-C948 | Only need 2 baskets to be "on fire" |
| 24 | D0BD-3038 | Need 4 baskets to be "on fire" |
| 25 | D9BD-3038 | Need 5 baskets to be "on fire" |
| 26 | D1BD-3038 | Need 6 baskets to be "on fire" |

27	D5BD-3038	Need 7 baskets to be "on fire"
28	D6BD-3038	Need 8 baskets to be "on fire"
29	DBBD-3038	Need 9 baskets to be "on fire"
30	DCBD-3038	Need 10 baskets to be "on fire"
31	D4BD-3038	Need 2 baskets to stay "on fire" until an opponent goes "on fire"
32	DDE1-3C2A	Turbo bar never goes up (until next quarter)
33	D3E1-3C2A	Turbo bar restores very slowly
34	F9E1-3C2A	Turbo bar restores much slower
35	F2E1-3C2A	Turbo bar restores slower
36	0DE1-3C2A	Turbo bar restores faster
37	9DE1-3C2A	Turbo bar restores much faster
38	6FE1-3C2A	Turbo bar restores extremely fast
39	D0E9-38FA	Turbo drains very slowly
40	D6E9-38FA	Turbo drains slower
41	FDE9-38FA	Turbo drains slightly slower
42	44E9-38FA	Turbo drains slightly faster
43	42E9-38FA	Turbo drains faster
44	76E9-38FA	Turbo drains very fast

NBA Jam is a trademark of NBA Properties, Inc.

Paladin's Quest™ Game

1	EEEE-6D1F	Chezni starts with 255 max. H.P.
2	EEE6-673F	Chezni starts with 255 present H.P.
3	46EB-6D3F	Chezni starts with 40 Power, 42 Attack
4	7AEB-6D3F	Chezni starts with 60 Power, 62 Attack
5	F3EB-6F3F	Chezni starts with 42 Defense, 30 Endurance
6	7AEB-6F3F	Chezni starts with 72 Defense, 60 Endurance
7	F3EB-6F1F	Chezni starts with 30 Speed
8	7AEB-6F1F	Chezni starts with 60 Speed
9	D6EA-6F1D	Chezni starts with a bow
10	D2EA-6F1D	Chezni starts with a light sword
11	FDEA-6F1D	Chezni starts with a mid sword
12	FCEA-6F1D	Chezni starts with a Aybro Spear
13	F5EA-6F1D	Chezni starts with a heavy sword
14	7DEA-6F1D	Chezni starts with a wind sword
15	70EA-6F1D	Chezni starts with HST
16	9FEA-6F1D	Chezni starts with Gomutai
17	54EA-6F1D	Chezni starts with a Psych Beam
18	57EA-6F1D	Chezni starts with a flame thrower
19	D8EA-6FCD	Chezni starts with light armor
20	DEEA-6FCD	Chezni starts with mid armor
21	FAEA-6FCD	Chezni starts with heavy armor
22	7FEA-6FCD	Chezni starts with storm armor
23	77EA-6FCD	Chezni starts with bib
24	D4EA-6F3D	Chezni starts with wood boots
25	F8EA-6F3D	Chezni starts with long boots
26	40EA-6F3D	Chezni starts with knife boots
27	F9EA-6F3D	Chezni starts with mid boots
28	74EA-6D3D	Chezni starts with sun helm
29	D9EA-6D3D	Chezni starts with leather helm

30	DAEA-6D3D	Chezni starts with helmet
31	4AEA-6D3D	Chezni starts with rage helmet
32	F1EA-6D3D	Chezni starts with power helmet
33	55EA-6D3D	Chezni starts with cosmo helmet
34	79EA-6F4D	Chezni starts with gabni shield
35	71EA-6F4D	Chezni starts with leather shield
36	DBEA-6F4D	Chezni starts with pick-axe
37	F0EA-6F4D	Chezni starts with gauntlet
38	FBEA-6F4D	Chezni starts with fire shield
39	59EA-6F4D	Chezni starts with Rft shield
40	BA88-6481	No money needed in toolhouse and weapon shop
41	BA3A-04BE	No money needed in learning center
42	D063-D401	Spell power increases at 2x normal rate
43	D163-D401	Spell power increases at 3x normal rate
44	10B5-6405	Almost infinite energy
45	108E-AF00	Spells use up no HP in battle mode

Paladin's Quest and related names are trademarks of Enix America Corporation.

Ranma 1/2™ Game

1	D7B4-0DA9 + EABF-04D9	Ranma moves faster—CAN'T MOVE BACKWARDS
2	E1B7-0769	Ranma's diagonal jumps are higher
3	F6B7-AD60	Ranma's diagonal kicks are harder
4	1DB1-D4D9	Ranma's dragon blast kills with 1 hit
5	D78F-6DD5 + EA8D-DFD5	Genma moves faster
6	E48C-6DD5	Genma's paternal anger (running at enemy) is faster
7	4689-0465	Genma's verbal punishment is stronger
8	1D89-0465	Genma's verbal punishment kills with 1 hit
9	EA81-6760 + D7B5-6460	Ryoga moves faster
10	EA8B-6D60 + D78B-6760	Ryoga jumps faster
11	1DD8-DD05	Ryoga's bandana throw kills with 1 hit
12	EAC9-D765 + D7C1-D465	Shampoo moves faster
13	E9CF-0765	Shampoo's dragon sky kick is faster
14	E9CE-D465	Shampoo's super fury charge goes farther
15	41C5-67D1	Shampoo's kick is faster
16	EA84-D4D1 + D787-DFD1	Akane moves faster
17	E880-D7D1 + D089-6760	Akane jumps faster
18	E68E-DFD1	Akane's 2-step whip kick is faster
19	418B-6D69	Akane's 2-step whip kick is stronger
20	1D8B-6D69	Akane's 2-step whip kick kills with 1 hit
21	3E8A-DF61 + EE8A-D401	Akane's dust devil uppercut is faster
22	ECC5-64D9 + D0C6-6FD9	Gosunkugi moves faster
23	E8CB-67D9 + D0CC-64D9	Gosunkugi jumps faster
24	40D8-DD05	Gosunkugi's strawman throw does more damage
25	1DD8-DD05	Gosunkugi's strawman throw kills with 1 hit
26	ECB8-64D1 + D0BA-6FD1	Ukkyo moves faster
27	E8B2-67D1 + D0B3-64D1	Ukkyo jumps faster
28	EBC5-0FD0	Mousse's flying egg bombs are faster
29	1DB1-AF65	Mousse's eagle claw strike—1 hit kill

30 D6C1-0460

31 DDD7-8407

32 DD6B-D700

Mousse's claw strike is quicker

Every move kills every opponent with 1 hit

No knock back when opponent is cornered.

Ranma 1/2 and related names are trademarks of VIZ Communications Inc.

Robocop versus The Terminator™ Game

1 DFB3-CD0D

Start with 1 life

2 D8B3-CD0D

Start with 9 lives

3 DEB3-CD0D

Start with 15 lives—IGNORE COUNTER

4 DDBE-0D05

Infinite lives

5 DD37-C4D7

Super jump

6 DE63-C460

Rockets do more damage

7 DE60-4460

Normal pistol does more damage

8 7D66-1F00

Plasma rifle does massive damage

9 FD64-446F

Only 10 Terminators to kill on the 3-D Stage

10 7D64-446F

Only 30 Terminators to kill on the 3-D Stage

Robocop versus The Terminator and related names are trademarks of Orion Pictures Corporation.

Run Saber™ Game

1 DF3A-6454

Level select and 9 lives selectable on the option menu

2 DD21-1F6F

Infinite lives—player 1

3 DD26-1F6F

Infinite lives—player 2

4 DD29-0474

Start with no super bombs

5 DF29-0474

Start with 1 super bomb

6 D929-0474

Start with 5 super bombs

7 DB29-0474

Start with 9 super bombs

8 DDE4-39E3

Infinite super bombs—player 1

9 DDEF-3073

Infinite super bombs—player 2

10 DDE1-44B5

Bomb power-ups give no super bombs

11 D4E1-44B5

Bomb power-ups give 2 super bombs

12 DF25-0D84

Start with 1 health

13 D025-0D84 + D039-0454

Start with 4 health

14 D925-0D84 + D939-0454

Start with 5 health

15 D625-0D84 + D639-0454

Start with 8 health

FOR CODES 16 THRU 18: IF YOU FALL INTO A PIT,
SWITCH OFF EFFECTS TO GET OUT

16 C2B9-CDA4

Almost invincible—player 1

17 C2B1-C4A4

Almost invincible—player 2

18 18B0-C4A4

Almost invincible—both players

19 DF83-AD84

Start with no continues

20 D483-AD84

Start with 1 continue

21 D183-AD84

Start with 5 continues

22 DC83-AD84

Start with 9 continues

23 C2E7-4572

Infinite continues

Run Saber is a trademark of Hori Electric Co., Ltd.

Soldiers of Fortune™ Game

1 DCE0-87AD

Smaller food power-ups heal 2x as much

2 F0E0-87AD

Smaller food power-ups heal 4x as much

3 F3E9-8FDD

Large food power-ups heal 2x as much

4	7AE9-8FDD	Large food power-ups heal 4x as much
5	6DEB-8D0D	Special power power-ups are worth 6 (always fill meter)
6	3CC6-870D	Special powers aren't used up
7	CBC1-E46F	Infinite lives
8	1D4E-5475	Mercenary starts with much more health
9	1D44-87E5	Brigand starts with much more health
10	1D41-8F85	Gentleman starts with much more health
11	1D4B-8755	Navvie starts with much more health
12	1D42-8F75	Thug starts with much more health
13	1D4D-E4E5	Scientist starts with much more health
14	DDF6-5D50	Extra lives cost 244 instead of 500
15	DDF6-5DE0	Skill power-ups cost 44 instead of 300
16	DFF6-5F70	Health power-ups cost 1 instead of 75
17	FBF6-5F70	Health power-ups cost 25 instead of 75
18	DFF6-5F80	Speed power-ups cost 1 instead of 250
19	10F6-5F80	Speed power-ups cost 100 instead of 250
20	DFF6-5470	Wisdom power-ups cost 1 instead of 80
21	FBF6-5470	Wisdom power-ups cost 25 instead of 80
22	DFF6-5480	Special powers cost 1 instead of 150
23	74F6-5480	Special powers cost 50 instead of 150
24	DFF6-5780	Weapon power-ups cost 1 instead of 250
25	10F6-5780	Weapon power-ups cost 100 instead of 250

**FOR CODES 26 THRU 109, IGNORE SPECIAL POWER INDICATOR
WHEN YOU HIRE YOUR CREW**

26	DF40-ED75	Brigand starts with Bomb special power
27	DF40-EF75	Mercenary starts with Bomb special power
28	DF40-E475	Gentleman starts with Bomb special power
29	DF40-E775	Navvie starts with Bomb special power
30	DF49-ED75	Thug starts with Bomb special power
31	DF49-EF75	Scientiest starts with Bomb special power
32	D440-ED75	Brigand starts with Shot Burst special power
33	D440-EF75	Mercenary starts with Shot Burst special power
34	D440-E475	Gentleman starts with Shot Burst special power
35	D440-E775	Navvie starts with Shot Burst special power
36	D449-ED75	Thug starts with Shot Burst special power
37	D449-EF75	Scientiest starts with Shot Burst special power
38	D740-ED75	Brigand starts with Map special power
39	D740-EF75	Mercenary starts with Map special power
40	D740-E475	Gentleman starts with Map special power
41	D740-E775	Navvie starts with Map special power
42	D749-ED75	Thug starts with Map special power
43	D749-EF75	Scientiest starts with Map special power

**FOR CODES 44 THRU 49, YOU HAVE THE DESTROY NODES SPECIAL POWER
EVEN THOUGH THE INDICATOR SHOWS MAP SPECIAL POWER**

44	D040-ED75	Brigand starts with Destroy Nodes special power
45	D040-EF75	Mercenary starts with Destroy Nodes special power
46	D040-E475	Gentleman starts with Destroy Nodes special power
47	D040-E775	Navvie starts with Destroy Nodes special power
48	D049-ED75	Thug starts with Destroy Nodes special power

49	D049-EF75	Scientiest starts with Destroy Nodes special power
50	D940-ED75	Brigand starts with Repel Monster special power
51	D940-EF75	Mercenary starts with Repel Monster special power
52	D940-E475	Gentleman starts with Repel Monster special power
53	D940-E775	Navvie starts with Repel Monster special power
54	D949-ED75	Thug starts with Repel Monster special power
55	D949-EF75	Scientiest starts with Repel Monster special power
56	D140-ED75	Brigand starts with First Aid special power
57	D140-EF75	Mercenary starts with First Aid special power
58	D140-E475	Gentleman starts with First Aid special power
59	D140-E775	Navvie starts with First Aid special power
60	D149-ED75	Thug starts with First Aid special power
61	D149-EF75	Scientiest starts with First Aid special power
62	D540-ED75	Brigand starts with Freeze Monster special power
63	D540-EF75	Mercenary starts with Freeze Monster special power
64	D540-E475	Gentleman starts with Freeze Monster special power
65	D540-E775	Navvie starts with Freeze Monster special power
66	D549-ED75	Thug starts with Freeze Monster special power
67	D549-EF75	Scientiest starts with Freeze Monster special power
68	D640-ED75	Brigand starts with Shield special power
69	D640-EF75	Mercenary starts with Shield special power
70	D640-E475	Gentleman starts with Shield special power
71	D640-E775	Navvie starts with Shield special power
72	D649-ED75	Thug starts with Shield special power
73	D649-EF75	Scientiest starts with Shield special power
74	DB40-ED75	Brigand starts with Party Power special power
75	DB40-EF75	Mercenary starts with Party Power special power
76	DB40-E475	Gentleman starts with Party Power special power
77	DB40-E775	Navvie starts with Party Power special power
78	DB49-ED75	Thug starts with Party Power special power
79	DB49-EF75	Scientiest starts with Party Power special power
80	DC40-ED75	Brigand starts with Air Burst special power
81	DC40-EF75	Mercenary starts with Air Burst special power
82	DC40-E475	Gentleman starts with Air Burst special power
83	DC40-E775	Navvie starts with Air Burst special power
84	DC49-ED75	Thug starts with Air Burst special power
85	DC49-EF75	Scientiest starts with Air Burst special power
86	D840-ED75	Brigand starts with Distract Monster special power
87	D840-EF75	Mercenary starts with Distract Monster special power
88	D840-E475	Gentleman starts with Distract Monster special power
89	D840-E775	Navvie starts with Distract Monster special power
90	D849-ED75	Thug starts with Distract Monster special power
91	D849-EF75	Scientiest starts with Distract Monster special power
92	DA40-ED75	Brigand starts with Molotov special power
93	DA40-EF75	Mercenary starts with Molotov special power
94	DA40-E475	Gentleman starts with Molotov special power
95	DA40-E775	Navvie starts with Molotov special power
96	DA49-ED75	Thug starts with Molotov special power
97	DA49-EF75	Scientiest starts with Molotov special power
98	D240-ED75	Brigand starts with Ground Mine special power

- | | | |
|-----|-----------|--|
| 99 | D240-EF75 | Mercenary starts with Ground Mine special power |
| 100 | D240-E475 | Gentleman starts with Ground Mine special power |
| 101 | D240-E775 | Navvie starts with Ground Mine special power |
| 102 | D249-ED75 | Thug starts with Ground Mine special power |
| 103 | D249-EF75 | Scientiest starts with Ground Mine special power |
| 104 | D340-ED75 | Brigand starts with Dynamite special power |
| 105 | D340-EF75 | Mercenary starts with Dynamite special power |
| 106 | D340-E475 | Gentleman starts with Dynamite special power |
| 107 | D340-E775 | Navvie starts with Dynamite special power |
| 108 | D349-ED75 | Thug starts with Dynamite special power |
| 109 | D349-EF75 | Scientiest starts with Dynamite special power |

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Top Gear 2™ Game

- | | | |
|---|-----------|-----------------------------------|
| 1 | DD2A-4D6D | Start with no nitros instead of 6 |
| 2 | D42A-4D6D | Start with 2 nitros |
| 3 | D02A-4D6D | Start with 4 nitros |
| 4 | D62A-4D6D | Start with 8 nitros |
| 5 | DC2A-4D6D | Start with 10 nitros |
| 6 | C267-CD07 | Infinite nitros for Player 1 |
| 7 | C2CB-CF0F | Infinite nitros for Player 2 |
| 8 | C9BD-1F04 | Fuel never runs out |

AFTER WINNING A RACE, MONEY AND POINT DISPLAYS WILL SHOW THE OLD VALUE BUT MONEY AND POINT TOTALS WILL BE UPDATED PROPERLY

- | | | |
|----|-----------------------|--|
| 9 | 7430-398E | 1st place gives \$50,000 instead of \$10,000 |
| 10 | 7430-317E | 2nd place gives \$50,000 instead of \$6,000 |
| 11 | 7430-318E | 3rd place gives \$50,000 instead of \$4,000 |
| 12 | 7430-357E | 4th place gives \$50,000 instead of \$3,000 |
| 13 | 7430-358E | 5th place gives \$50,000 instead of \$2,000 |
| 14 | 7439-307E | 6th place gives \$50,000 instead of \$1,000 |
| 15 | 7439-308E | 7th place gives \$50,000 instead of \$0 |
| 16 | 7439-397E | 8th place gives \$50,000 instead of \$0 |
| 17 | 7439-398E | 9th place gives \$50,000 instead of \$0 |
| 18 | 7439-317E | 10th place gives \$50,000 instead of \$0 |
| 19 | F039-355A | 1st place is worth 20 pts. instead of 10 |
| 20 | F039-35EA | 2nd place is worth 20 pts. instead of 6 |
| 21 | F031-305A | 3rd place is worth 20 pts. instead of 4 |
| 22 | F031-30EA | 4th place is worth 20 pts. instead of 3 |
| 23 | F031-395A | 5th place is worth 20 pts. instead of 2 |
| 24 | F031-39EA | 6th place is worth 20 pts. instead of 1 |
| 25 | F031-315A | 7th place is worth 20 pts. instead of 0 |
| 26 | F031-31EA | 8th place is worth 20 pts. instead of 0 |
| 27 | F031-355A | 9th place is worth 20 pts. instead of 0 |
| 28 | F031-35EA | 10th place is worth 20 pts. instead of 0 |
| 29 | 0BC4-49EE + 52C3-3083 | Everything is free (must have enough to buy) |

NOTE: "K" EQUALS 1000 (EX.: \$15K = \$15,000)

- | | | |
|----|-----------|---|
| 30 | DFC5-405E | 2nd engine costs \$1K instead of \$30K |
| 31 | DEC5-405E | 2nd engine costs \$15K instead of \$30K |

32	DFC5-40EE	3rd engine costs \$1K instead of \$50K
33	FBC5-40EE	3rd engine costs \$25K instead of \$50K
34	DFC5-495E	4th engine costs \$1K instead of \$80K
35	46C5-495E	4th engine costs \$40K instead of \$80K
36	DDC5-415E	2nd wet tires are free
37	DDC5-41EE	3rd wet tires are free
38	DDC5-455E	4th wet tires are free
39	DDC6-405E	2nd dry tires are free
40	DDC6-40EE	3rd dry tires are free
41	DDC6-495E	4th dry tires are free
42	DFC6-415E	2nd gear box costs \$1K instead of \$10K
43	D9C6-415E	2nd gear box costs \$5K instead of \$10K
44	DFC6-41EE	3rd gear box costs \$1K instead of \$30K
45	DEC6-41EE	3rd gear box costs \$15K instead of \$30K
46	DFC6-455E	4th gear box costs \$1K instead of \$50K
47	FBC6-455E	4th gear box costs \$25K instead of \$50K
48	DFCB-405E	2nd nitro costs \$1K instead of \$5K
49	D4CB-405E	2nd nitro costs \$2K instead of \$5K
50	DFCB-40EE	3rd nitro costs \$1K instead of \$15K
51	D5CB-40EE	3rd nitro costs \$7K instead of \$15K
52	DFCB-495E	4th nitro costs \$1K instead of \$30K
53	DECB-495E	4th nitro costs \$15K instead of \$30K
54	DFCC-405E	2nd side armor costs \$1K instead of \$5K
55	D4CC-405E	2nd side armor costs \$2K instead of \$5K
56	DFCC-40EE	3rd side armor costs \$1K instead of \$10K
57	D9CC-40EE	3rd side armor costs \$5K instead of \$10K
58	DFCC-495E	4th side armor costs \$1K instead of \$20K
59	DCCC-495E	4th side armor costs \$10K instead of \$20K
60	DFCC-415E	2nd rear armor costs \$1K instead of \$5K
61	D4CC-415E	2nd rear armor costs \$2K instead of \$5K
62	DFCC-41EE	3rd rear armor costs \$1K instead of \$10K
63	D9CC-41EE	3rd rear armor costs \$5K instead of \$10K
64	DFCC-455E	4th rear armor costs \$1K instead of \$20K
65	DCCC-455E	4th rear armor costs \$10K instead of \$20K
66	DFC8-405E	2nd front armor costs \$1K instead of \$5K
67	D4C8-405E	2nd front armor costs \$2K instead of \$5K
68	DFC8-40EE	3rd front armor costs \$1K instead of \$10K
69	D9C8-40EE	3rd front armor costs \$5K instead of \$10K
70	DFC8-495E	4th front armor costs \$1K instead of \$20K
71	DCC8-495E	4th front armor costs \$10K instead of \$20K

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Total Carnage™ Game

1	DFC3-44D2	Start with 2 lives
2	DBC3-44D2	Start with 10 lives
3	DFCD-1DD2 + 40B5-1DD4	Start with 1 time bomb
4	DBCD-1DD2	Start with 9 time bombs
5	DFBC-47D4	Join in with 2 lives and 3 time bombs
6	DBBC-47D4	Join in with 10 lives and 9 time bombs
7	C932-341E	Infinite lives
8	4029-3F12	Infinite time bombs

- | | | |
|----|----------------|--|
| 9 | D6B3-C764 | Shields last longer |
| 10 | DDB3-C764 | Shields don't last as long |
| 11 | 6D27-441E | Immune to damage from enemy |
| 12 | C930-4D4A | Weapons don't run out until you die or |
| | change weapons | |

Total Carnage is a trademark of Midway Manufacturing Company.

Wolfenstein 3-D™ Game

- | | | |
|---|-----------------------|----------------------|
| 1 | C28D-7D0F | Infinite ammo |
| 2 | C228-E7D4 | Infinite lives |
| 3 | DF25-84D4 | Start with 1 life |
| 4 | D125-84D4 | Start with 6 lives |
| 5 | DB25-84D4 | Start with 9 lives |
| 6 | C2CC-5D64 | Infinite energy |
| 7 | 1729-8704 + 1728-74D4 | Start with more ammo |

CODES 8 THRU 11 TAKE EFFECT ONLY AFTER LOSING 1ST LIFE

- | | | |
|----|-----------------------|---|
| 8 | 622C-7764 | Start with chain gun as backup weapon |
| 9 | 622C-74A4 | Start with machine gun as backup weapon |
| 10 | 622A-7DD4 + D02C-7DA4 | Start with special weapon 1 (super machine gun) |
| 11 | 6228-7704 + D92C-7DAF | Start with special weapon 2 (rocket launcher) |
| 12 | C289-77DF | Infinite ammo for special weapon 1 |
| 13 | C28F-84DF | Infinite ammo for special weapon 2 |

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